

FIG. 1

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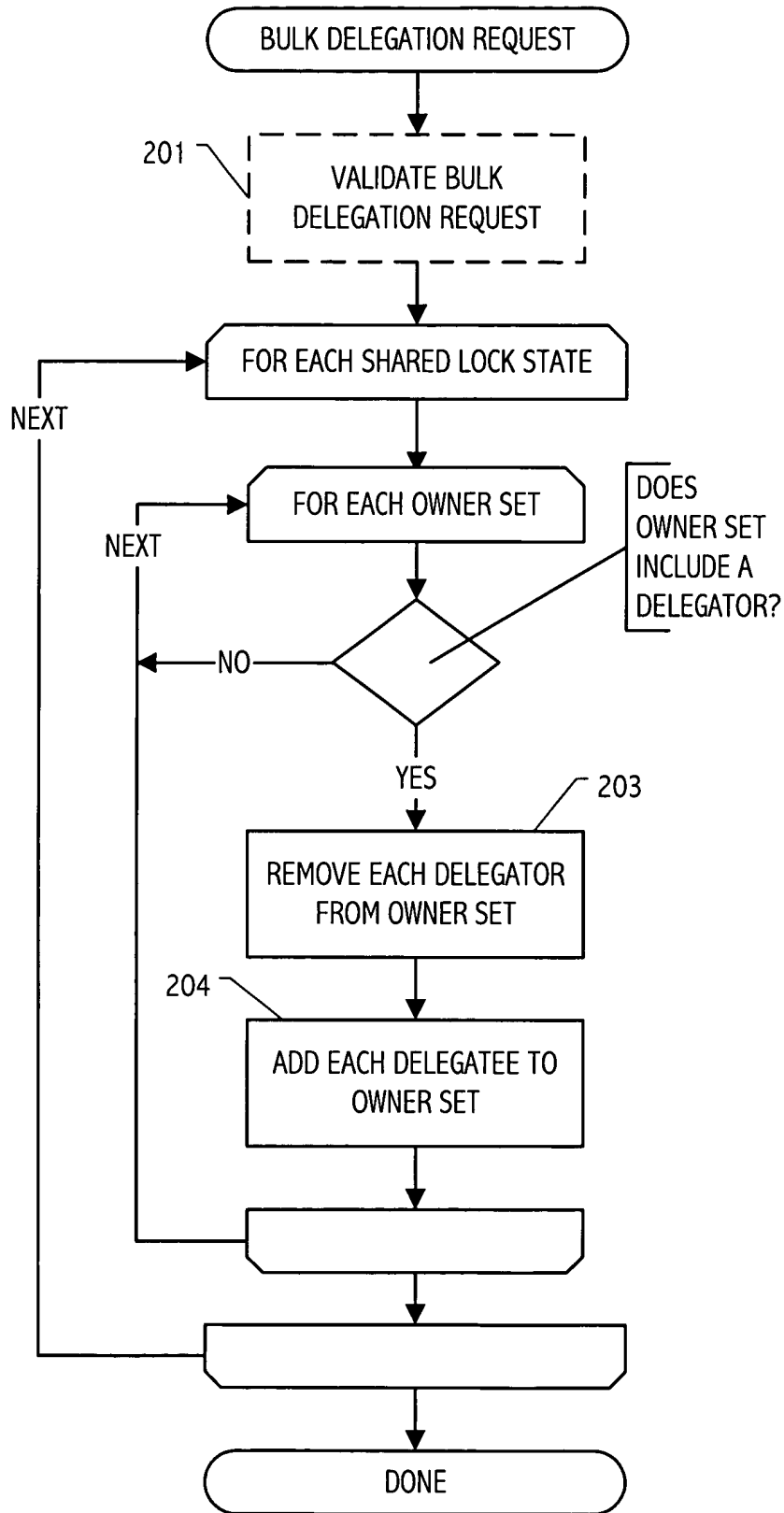


FIG. 2

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```

delegate(delegators, delegates)
begin
    foreach l in TSL
        if  $\exists M, (delegators \cap Owners(l, M) \neq \emptyset) \wedge (\nexists M_i, M_i > M \wedge (delegators \cap Owners(l, M_i) \neq \emptyset))$ 
            TSL.remove(l)
            // modify its owner set to reflect the effect of delegation
            foreach  $M_i, M_i \leq M$ 
                 $Owners(l, M_i) \leftarrow [Owners(l, M_i) - delegators] \cup delegates$ 
            end
            // does the new value duplicate an existing shared lock state ?
            if TSL.contains(l)
                // yes. record the "original" being duplicated
                // and add the shared lock state to the set of duplicates.
                 $original(l) \leftarrow TSL.get(l)$ 
                duplicates.add(l)
            else
                // no. Re-enter the modified shared lock in the TSL.
                TSL.add(l)
            endif
        endif
    end
    // Process duplicates now.
    foreach l in duplicates
        if  $\exists M, (delegators \cap Owners(l, M) \neq \emptyset) \wedge (\nexists M_i, M_i > M \wedge (delegators \cap Owners(l, M_i) \neq \emptyset))$ 
            // modify its owner set to reflect the effect of delegation
            foreach  $M_i, M_i \leq M$ 
                 $Owners(l, M_i) \leftarrow [Owners(l, M_i) - delegators] \cup delegates$ 
            end
        endif
    end
end
    
```

FIG. 3

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```
// Determine the validity of a delegating a lock set to the value l
boolean isValid(delegators, delegates, l)
begin
    if Owners(l, Write) = ∅
        return true
    endif
    // at least one write lock owner
    if Owners(l, Write) ∩ delegates = ∅
        // All the delegators are read owners.
        // The delegation is valid if all delegates can ignore read-write
        // conflicts with the write owners.
        return ∀t ∈ delegates, Owners(l, Write) ⊆ ICW(t, rw)
    endif
    // the lock is delegated in write mode - all delegates must ignore
    // write-write conflicts between each others and with each remaining
    // owners of the lock in write mode. Also, write-read conflicts should
    // be ignored with remaining owners of the lock in read mode.
    if |delegates| > 1
        // More than one delegatee
        if ∃ t ∈ delegates, ∃ c ∈ {rw, wr, ww}, delegates ⊈ ICW(t, c)
            return false
        endif
    endif
    if ∃ t ∈ delegates, (Owners(l, Write) - delegators) ⊈ ICW(t, ww)
        return false
    endif
    if ∃ t ∈ delegates, (Owners(l, Read) - delegators) ⊈ ICW(t, wr)
        return false
    endif
    return true
end
```

FIG. 4

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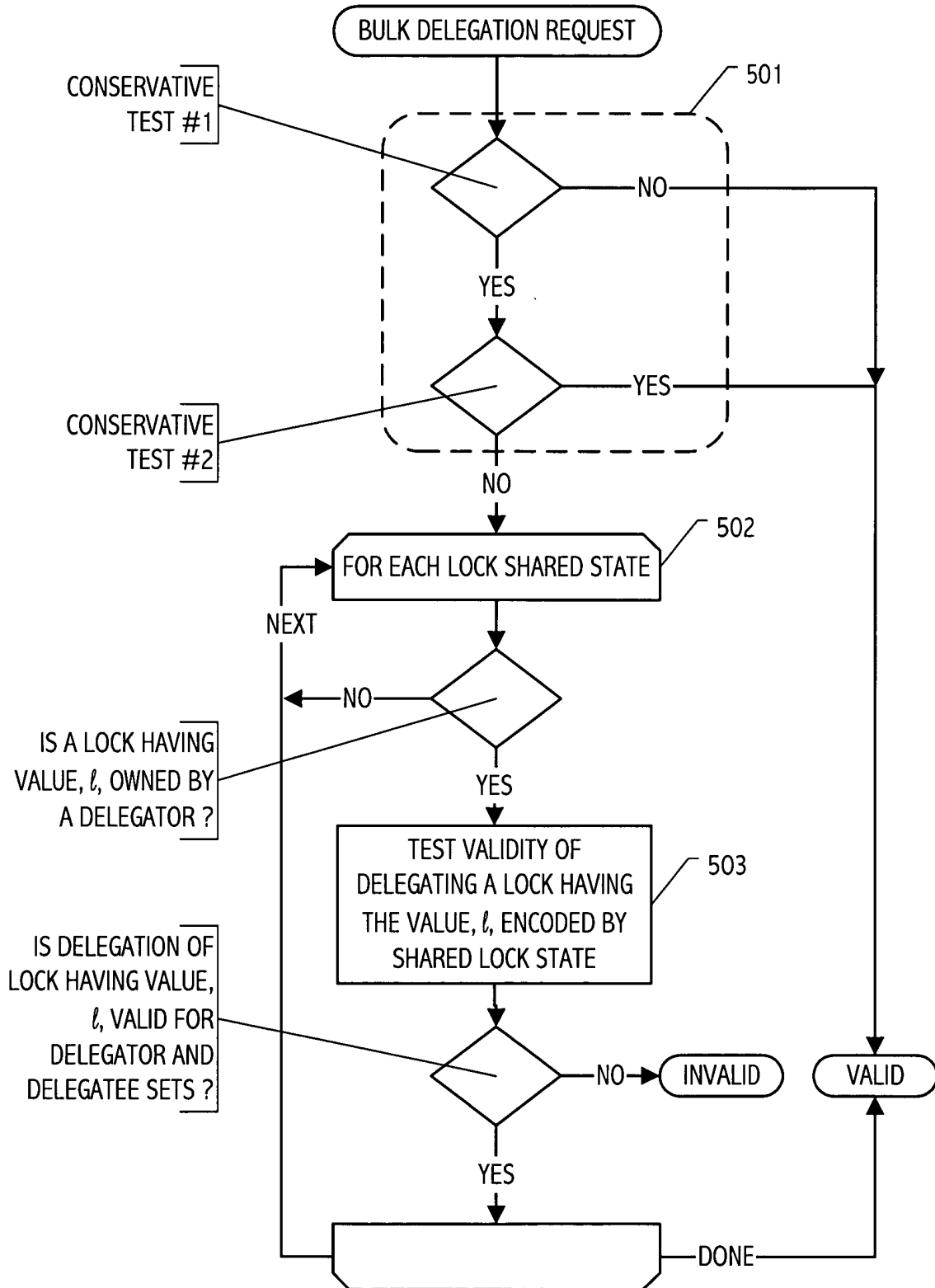


FIG. 5

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// Determine the validity of a bulk lock delegation
boolean isValid(delegators, delegates)
begin
602 — if wset ∩ delegates = ∅
    return true
603 — else if ( ∀ td ∈ delegates, ∀ ts ∈ delegators, ∀ C ∈ {rw, wr, ww},
    (ICW(ts, C) - (delegators ∪ {td})) ⊆ ICW(td, C)
    // if at least one of the delegated lock is a write lock, the request
    // is valid only if the delegates can ignore all conflicts which each other
    if ∃ l, Owners(l, Write) ∩ delegators ≠ ∅
        return (∀ t ∈ delegates, ∀ c ∈ {rw, wr, ww}, delegates ⊆ ICW(t, c))
    else
        return true
    endif
else
    // The two conservative tests have failed
    foreach l in TSLS
        if Owners(l, W) ≠ ∅ ∧ (∃ M, Owners(l, M) ∩ delegators ≠ ∅)
601 — if ¬isValid(delegators, delegates, l)
            return false
        endif
    endif
end
endif
return true
end

```

FIG. 6